
Subject: Re: Proper SplitterFrame removal++
Posted by [mirek](#) on Tue, 17 May 2022 13:34:12 GMT
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luoganda wrote on Mon, 28 March 2022 08:51 1st question is more about c++, but anyway:
I have this struct.

```
struct SCtrl:Ctrl{  
    void Paint(Draw& w)override{  
        ...  
    }  
};  
Array<Ctrl> ctrls;  
Array<SCtrl> sctrls;  
ctrls.Create<Button>(); //this is ok  
sctrls.Create<Button>(); //this produces error(no matching member function for call to 'Add')
```

Can the last one be done, so that SCtrl is somehow subclassed but still used as Ctrl to be used as Button,...?

You can only Create instances of classes that are derived from T. Button is descendant of Ctrl, but not SCtrl.

Quote:

Any idea how to do this properly? maybe provide copyCtor?

Do what? :)

Mirek
